Oct 11, 1980

Model No. 6065

Guide No. 57992 B

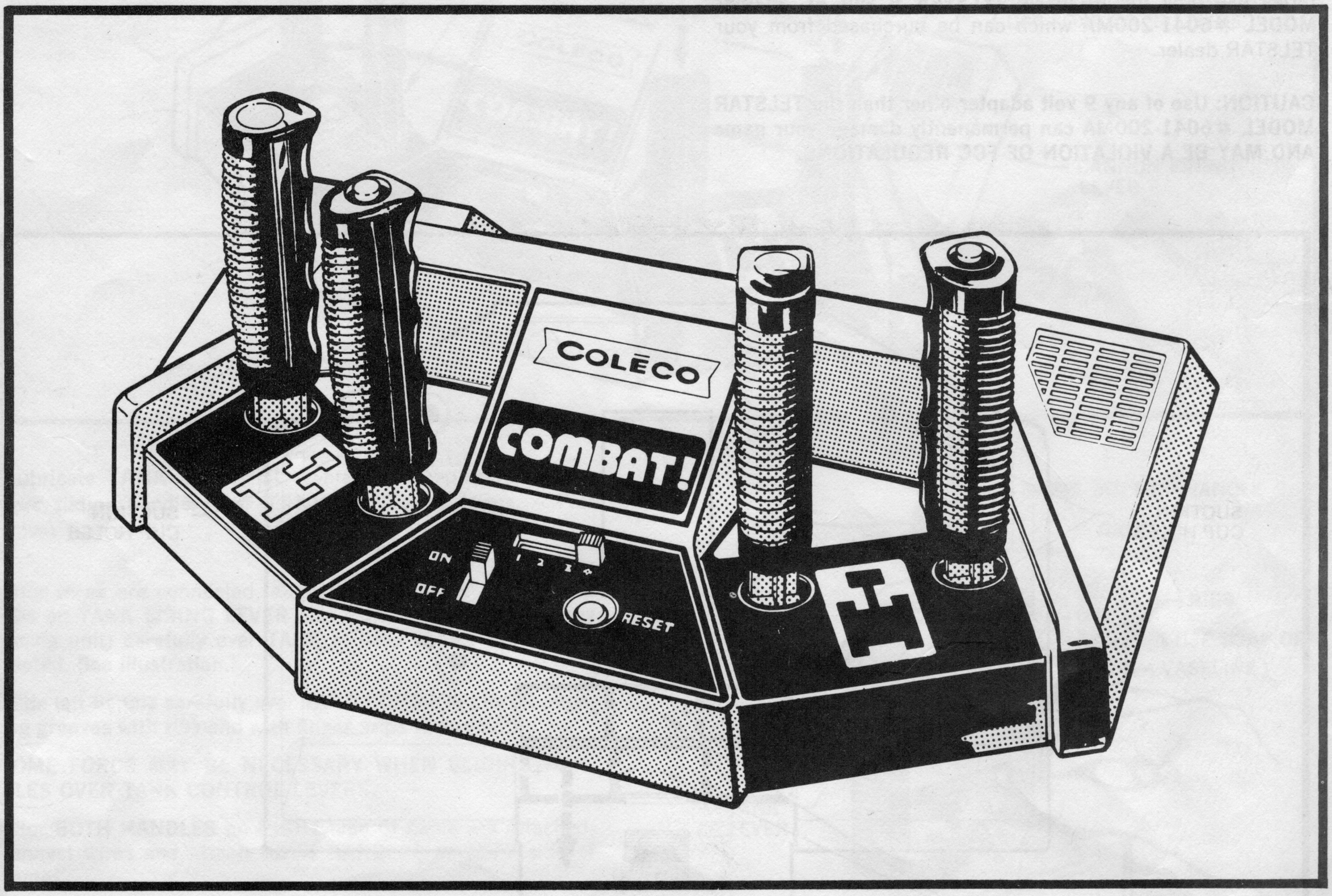
TELSTAR COMBAT!™

INSTALLATION INSTRUCTIONS AND GAME RULES

4 Exciting Tank Battle Games • Combat, Robot Battle, Camouflage Battle and Night Battle • Realistic Battle Sound Effects • Dual Tank Controls with built-in firing buttons • Automatic Digital Display Scoring • Plays on any TV • Battery Operated (6 "C" BATTERIES - NOT INCLUDED)

FEDERAL COMMUNICATIONS COMMISSION REQUIRES THE FOLLOWING:

Do not simultaneously hook up more than one TV set to a TELSTAR game. Do not use any more flat twin-lead from switch box to TV set than is supplied with the switch box. Do not connect TELSTAR cable directly to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using TELSTAR. Doing any of the above may cause interference to nearby TV sets and is against Federal Communications Commission regulations.



COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010

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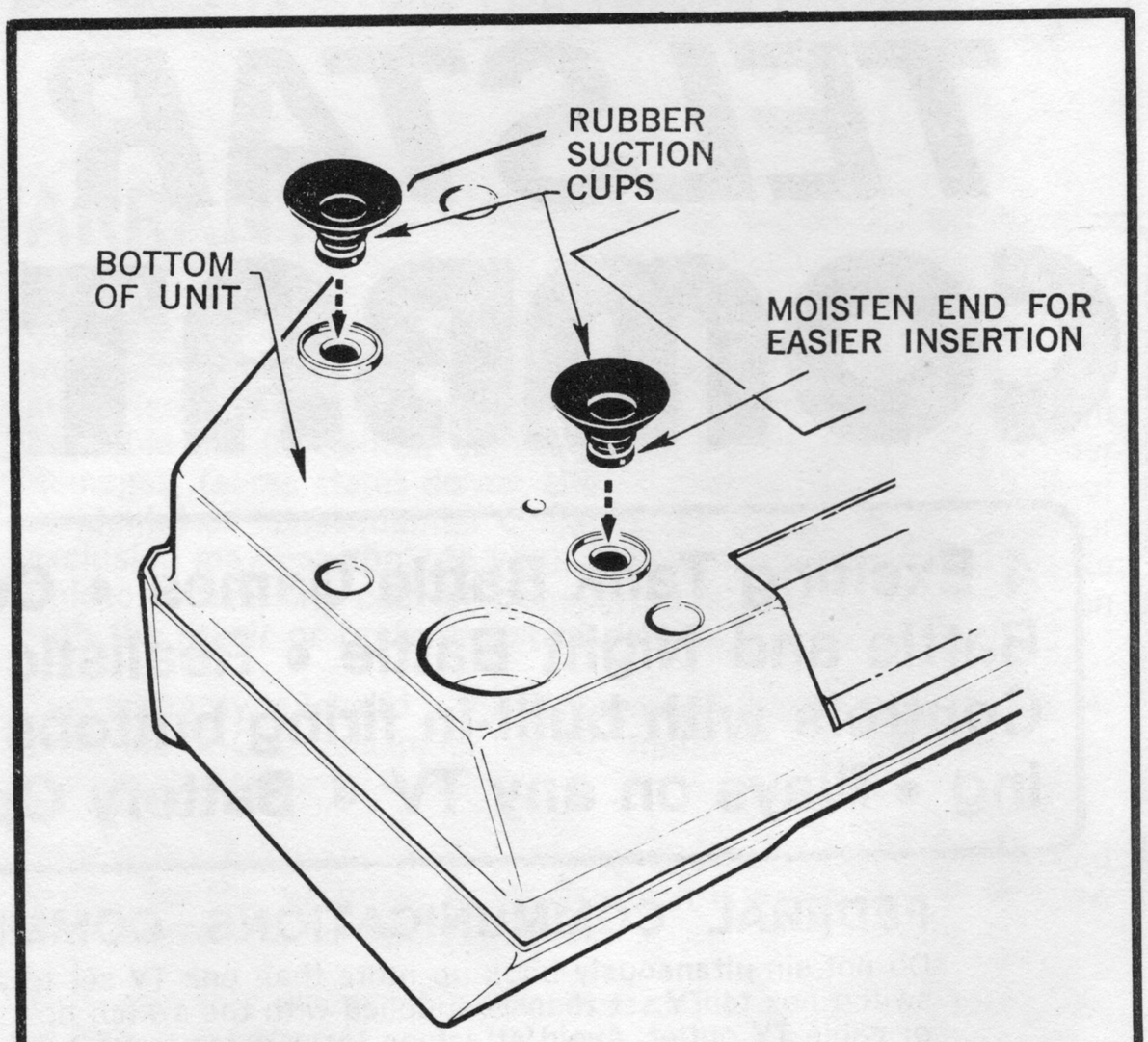
ATTACH LEG SUCTION CUPS

Turn unit over on soft clean surface. Remove 4 rubber suction cups from plastic bag.

Press and twist the suction cups into holes located in each corner of unit as shown. Moisten end of cups for easier insertion. **DO NOT PRESS TOO HARD SO AS TO DAMAGE FRONT OF THE UNIT.**



INSERT BATTERIES

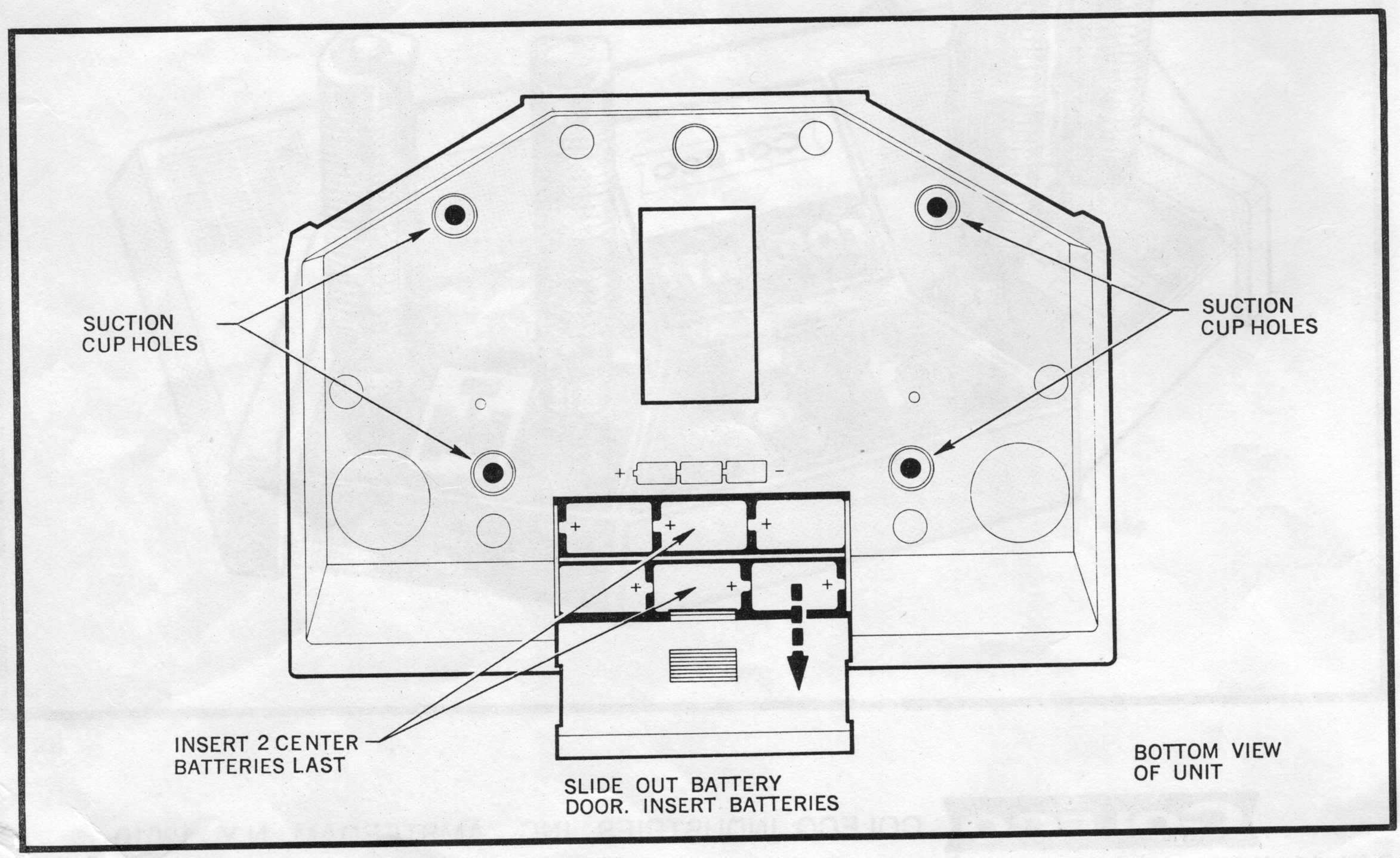
6 "C" BATTERIES REQUIRED
To install batteries, slide out battery door and insert 6 "C" batteries in order and direction as shown. Replace battery door. Limit use to 2 hours at a time or use Alkaline batteries for extended service.

CAUTION: Avoid leaving batteries in the TELSTAR unit if not used for an extended period of time. If your Telstar does not work, replace batteries as your first procedure.

NOTE:

For extended operation, and to eliminate the need for batteries use only the exclusive **TELSTAR 9 volt AC adapter MODEL #6041-200MA** which can be purchased from your TELSTAR dealer.

CAUTION: Use of any 9 volt adapter other than the TELSTAR MODEL #6041-200MA can permanently damage your game AND MAY BE A VIOLATION OF FCC REGULATIONS.

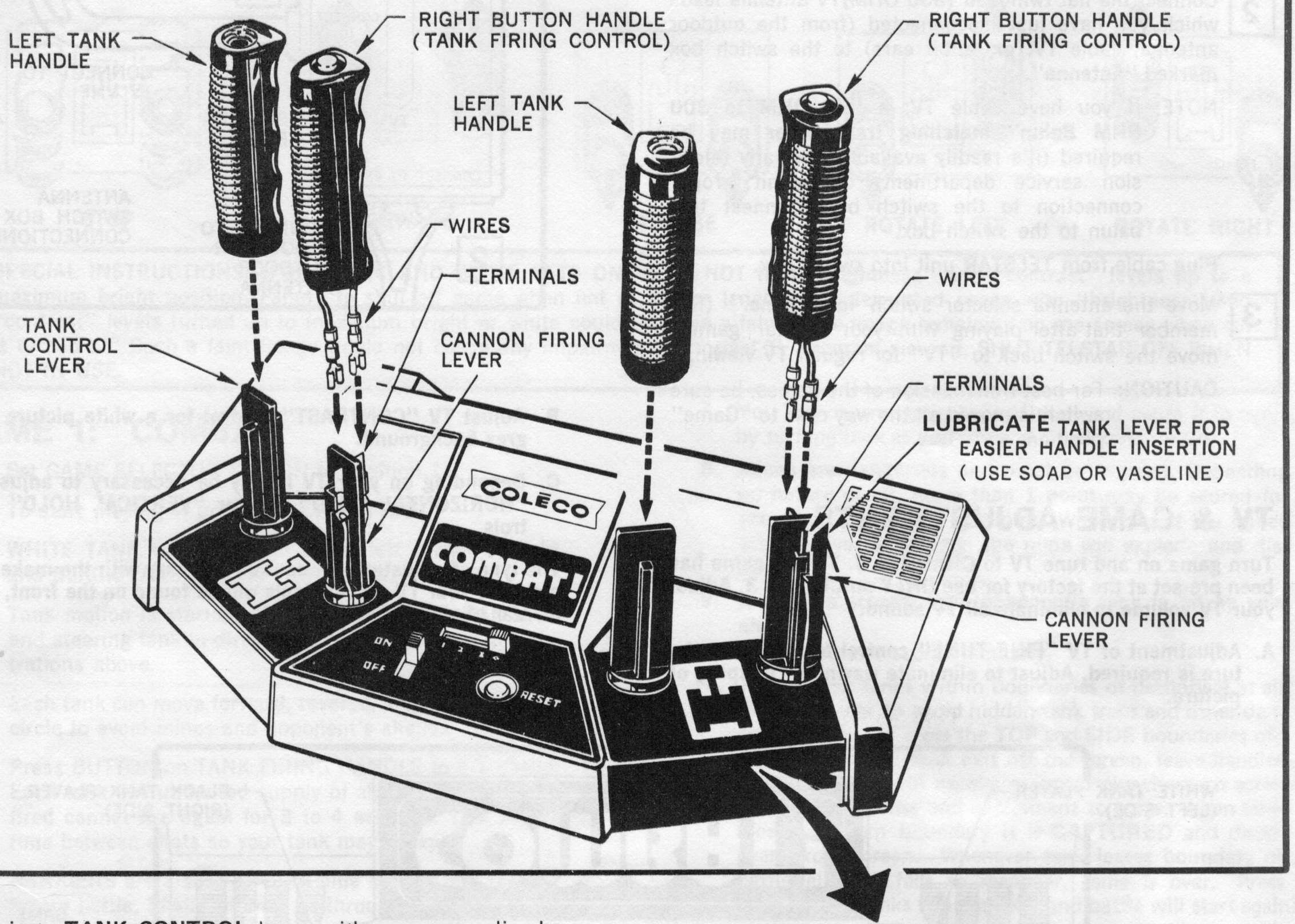


ATTACH CONTROL HANDLES

Each tank has 2 tank control handles.

The **RIGHT BUTTON HANDLE** is the **CANNON FIRING CONTROL.** Connect 2 wires from the **BUTTON HANDLE** to 2 terminals, as shown on the **CANNON FIRING LEVER** (right lever). Wires are interchangeable.

NOTE: Use care in connecting wires to terminals. If terminal breaks loose from lever, game operation will not be affected. However, refastening with household glue, etc., is suggested for easier assembly.



Lubricate **TANK CONTROL** levers with soap or vaseline before sliding handles over **TANK CONTROL** levers. Press down firmly.

After wires are connected, **align grooves inside handle with ribs** on **TANK FIRING LEVER** and slide handle (finger grips facing unit) **carefully** over **TANK FIRING LEVER** until firmly seated. See illustration.

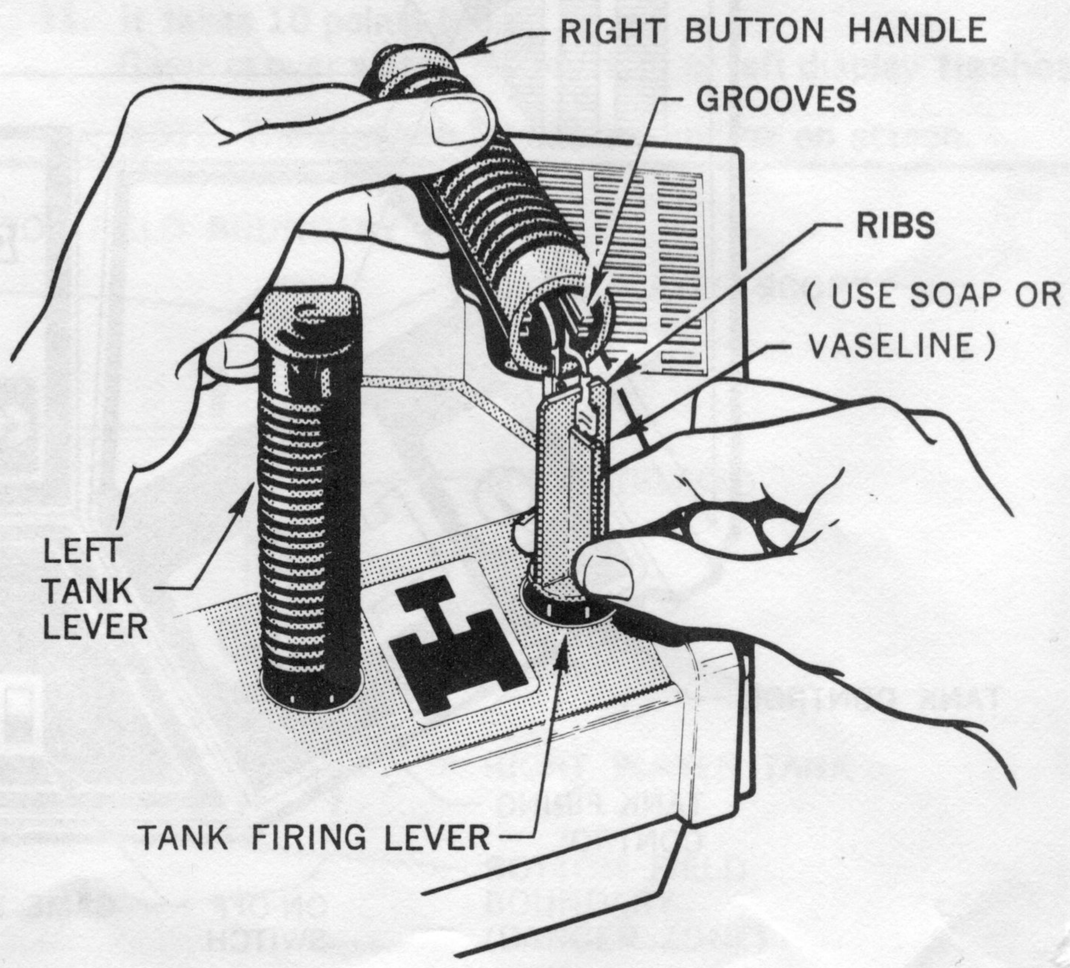
Slide left handle carefully over TANK CONTROL LEVER **aligning grooves with ribs** and with finger grips facing unit.

SOME FORCE MAY BE NECESSARY WHEN SLIDING HANDLES OVER TANK CONTROL LEVERS.

After **BOTH HANDLES** on **RIGHT** side of game are attached, **connect wires** and attach **BOTH HANDLES** on **LEFT** side of game.

CAUTION

Tank Handles are for play of game. Do not use for lifting unit. Handles are intended for individual control (one hand on each handle).



ATTACH TO TV SET

An antenna switch box is provided as a convenience to allow you to select, by the flick of a switch, either the TELSTAR games or regular TV viewing. Once installed it need not be removed. Connect the box as follows:

1 Disconnect the flat twin-lead VHF antenna leads from your TV set. Connect the flat twin-lead from the **switch box** to the back of the TV set terminals marked "VHF".

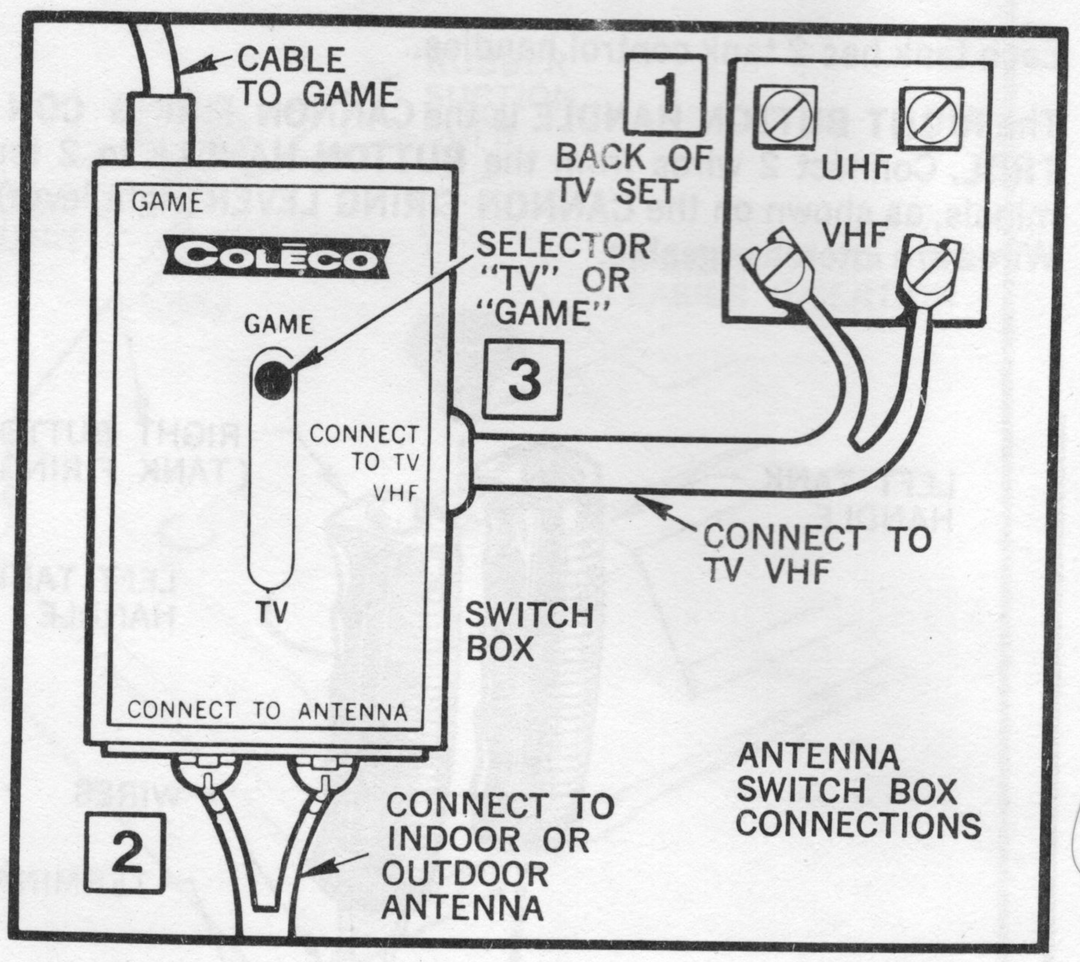
2 Connect the flat twin-lead (300 OHM)TV antenna leads which you have just disconnected (from the outdoor antenna, cable TV, or rabbit ears) to the switch box marked **"Antenna".**

NOTE: If you have cable TV; a **"75 OHM to 300 OHM Balun" matching transformer** may be required (it's readily available from any television service department) to permit proper connection to the switch box. Connect this balun to the switch box.

Plug cable from **TELSTAR** unit into switch box.

3 Move the antenna selector switch to "Game." (Remember that after playing with your Telstar games, move the switch back to "TV" for regular TV viewing.)

CAUTION: For best transmission of the games, be sure switch is moved all the way over to "Game" position.



TV & GAME ADJUSTMENTS

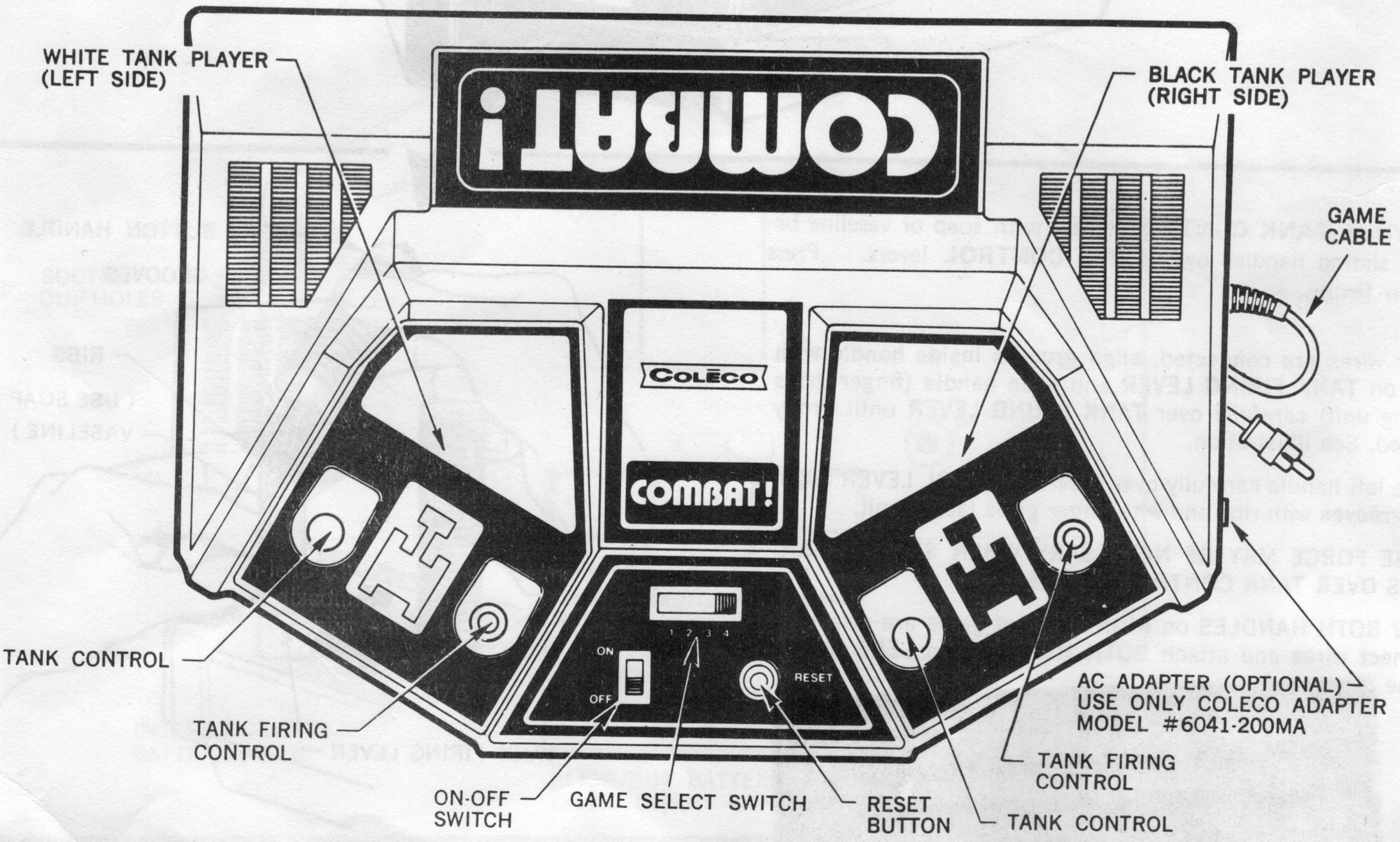
Turn game on and tune TV to CHANNEL 3. Telstar game has been pre-set at the factory for use ONLY on Channel 3. Adjust your TV volume to eliminate all TV sound.

A. Adjustment of TV "FINE TUNE" control for the best picture is required. Adjust to eliminate waving or jumping of picture.

B. Adjust TV "CONTRAST" control for a white picture with grey background.

C. Depending on your TV it may be necessary to adjust TV "HORIZONTAL HOLD" and/or "VERTICAL HOLD" controls.

The type of adjustments required will vary with the make and model of your TV set. Controls will be found on the front, side or rear of your TV set.

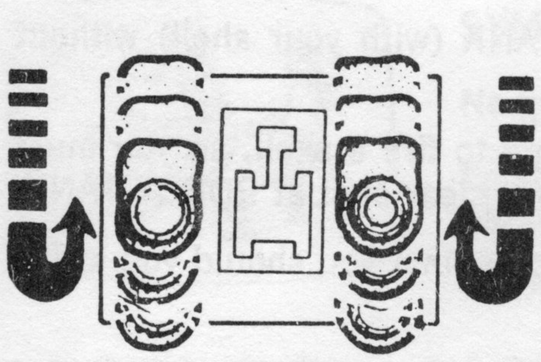


TO PLAY THE GAME

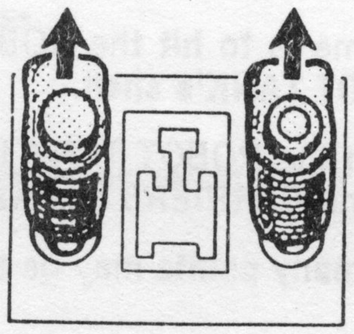
1. Turn TELSTAR "On-Off" switch to "On". Press **"Reset"** button. **Select game 1: COMBAT.** Adjust **"Brightness" and "Contrast"** controls on TV set FOR NORMAL VIEWING CONDITIONS.

2. The field position may not be centered on screen and may vary from set to set, due to TV reception. Field may be centered somewhat with Horizontal and Vertical controls on TV set.

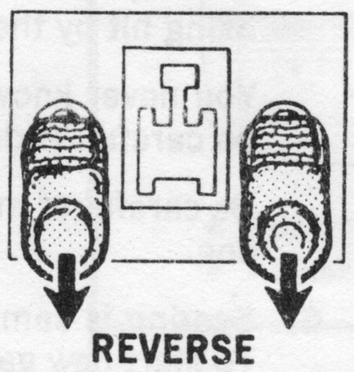
3. To **move** and **steer your tank** in different directions, see illustrations for **simple handle movements.** Hold handles in forward or reverse positions until tank reaches desired speed. (The longer handles are depressed, speed will increase.) To **stop the tank** when the tank is moving forward, **bring both handles to the reverse position momentarily,** and then to **center position.** Likewise, to **stop the tank** when it is **moving in reverse, bring both handles to the forward position momentarily** and then to **center position.**



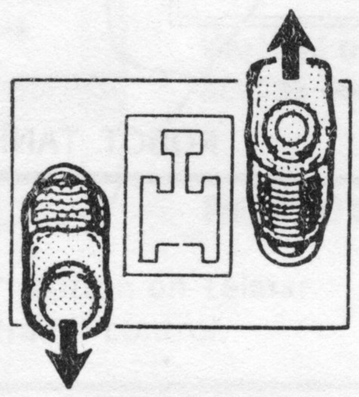
STOP



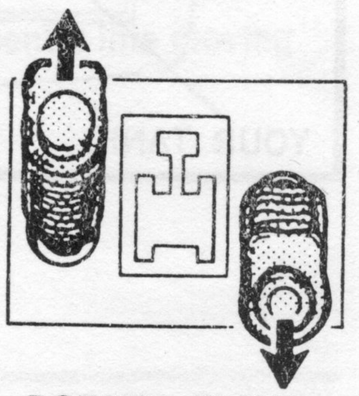
FORWARD



REVERSE



ROTATE LEFT



ROTATE RIGHT

SPECIAL INSTRUCTIONS: (FOR BLACK AND WHITE SETS ONLY) Do NOT turn "brightness" and "contrast" levels up to a maximum bright position. Failure to shut off game when not in use or lengthy, uninterrupted usage with "brightness" and "contrast" levels turned up to maximum bright or white could result in a faint game image remaining on the screen when set is turned off. Such a faint image would not cause any impairment to normal TV program viewing. SHUT TELSTAR OFF WHEN NOT IN USE.

GAME 1: COMBAT

1. Set GAME SELECTOR SWITCH to position **1.**
2. To start playing — press **RESET BUTTON.**
3. **WHITE TANK** will appear in **upper left corner** of field and **BLACK TANK** in **lower right corner.**
4. Tank motion is started by moving CONTROL HANDLES and steering tank in direction desired as shown in illustrations above.
5. Each tank can move **forward, reverse, stop** and **turn in a circle** to avoid mines and opponent's shells.
6. Press BUTTON on TANK FIRING HANDLE to fire shells. Each tank has **unlimited** supply of shells. The **tank** that **fired cannot fire again** for **3** to **4 seconds. This allows time between shots so your tank may escape.**

   BARRIERS are a safe place to hide behind and rest for future battle. Shells will not go through the barriers for a score, but will bounce off.

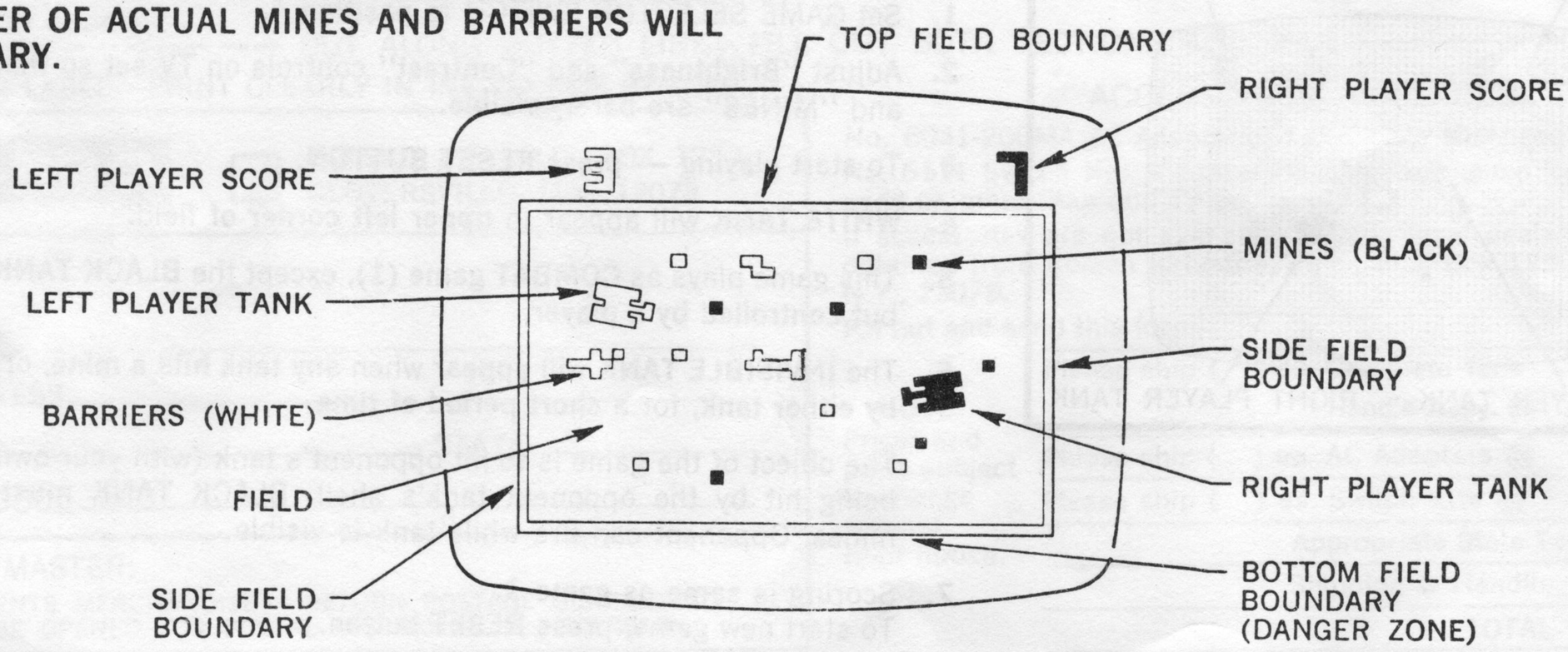
   NOTE: Score may VIBRATE at all times due to force of EXPLOSIONS.
7. You can control trajectory of shell and cause it to curve, by turning tank as you fire and continuing to turn.
8. **Mines are dangerous** and must be avoided. Depending on nature of hit, **more than 1 point** may be scored for you when other tank hits mine. When any of the mines are run over by a tank, the mine will explode and disappear.
9. A point is scored when opponent's tank is **hit by your shell.**

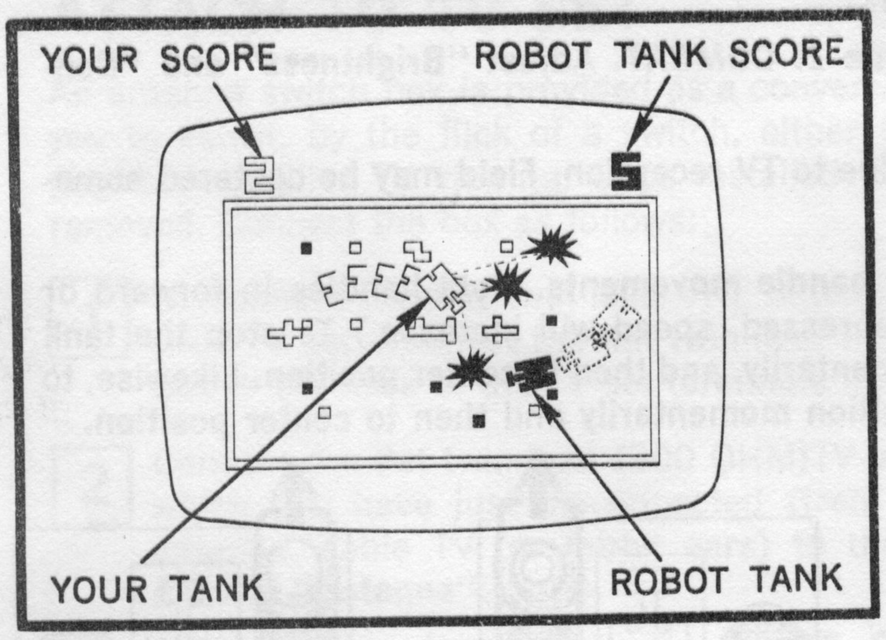
   Your opponent scores similarly.
10. Try to keep tanks within boundaries of battlefield at all times in order to avoid hidden tank traps and other dangers. Tanks may cross the **TOP** and **SIDE** boundaries of field, and should tank exit off the screen, leave handles alone and tank will usually reappear elsewhere on screen. This adds suspense and excitement to game. When tank crosses bottom boundary it is **CAPTURED** and disappears from screen. Whenever tank leaves boundary of battlefield and fails to reappear, game is over. Press reset button,tanks will reappear and battle will start again!
11. It takes **10 points** to win.

    Game is over when **"0"** on right or left display **flashes.**

NOTE: The number 10 will not appear on screen.

NOTE: THIS FIELD IS ILLUSTRATIVE AND THE NUMBER OF ACTUAL MINES AND BARRIERS WILL VARY.





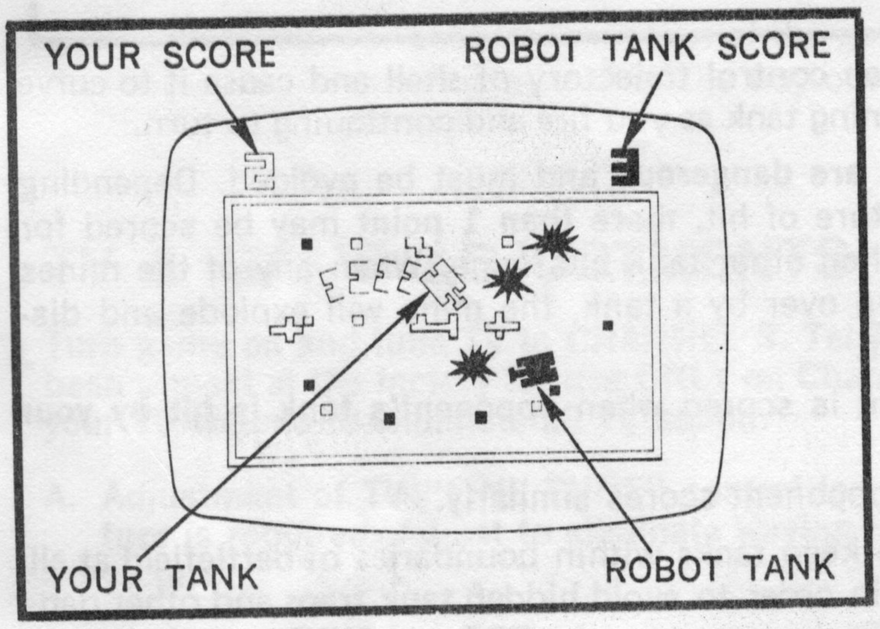
GAME 2: ROBOT BATTLE

1. Set GAME SELECTOR SWITCH to position **2.**
2. To start playing — Push **"RESET"** button **for a minimum of 2 seconds.**
3. **WHITE TANK** will appear in **upper left corner** of field.
4. This is a **single player** version of **COMBAT game (1), except black tank moves at random** about the field, **firing continuously.**

   Do not move the BLACK TANK control handles in this game.
5. The object of the game is to **hit** the ROBOT TANK (with your shell) **without being hit** by the **ROBOT TANK's shell.**

   You never know when the ROBOT TANK is going to **fire a shell,** so you must be careful. Hide behind BARRIERS and wait for a clear shot at ROBOT TANK.

   Be careful of mines, **many points** may be scored against you should you strike one.
6. Scoring is same as **game 1.**
   To start new game, press **RESET** button.



GAME 3: CAMOUFLAGE BATTLE

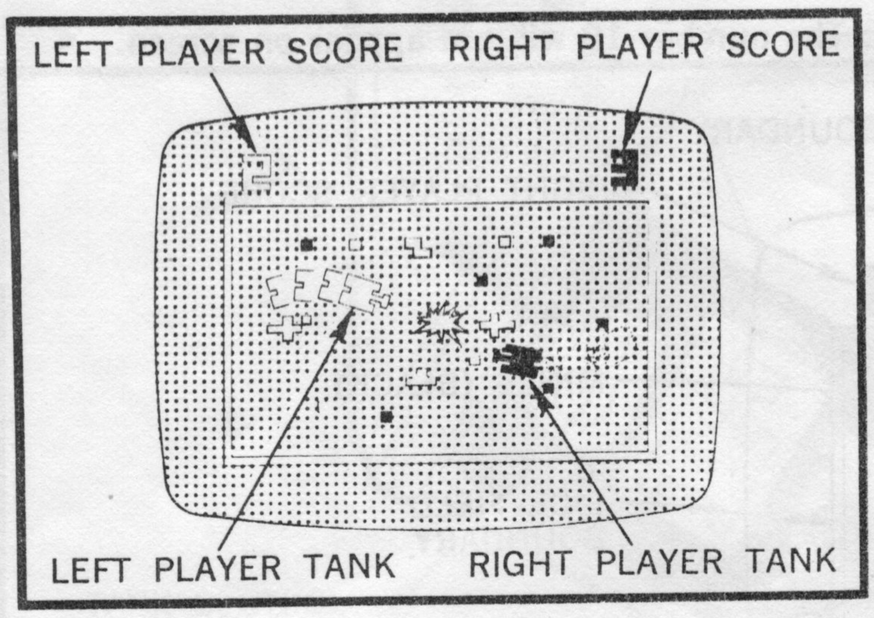
1. Set GAME SELECTOR SWITCH to position **3.**
2. To start playing — press **RESET BUTTON.**
3. **WHITE TANK** will appear in **upper left corner** of field.
4. This is a **single player** game as in **ROBOT BATTLE game (2)** except the BLACK TANK will move across the screen from right to left.
5. The object of the game is to **hit** the **BLACK TANK (with your shell).**

   This is an **excellent game** to practice your **marksmanship.**

   Should WHITE TANK hit a mine while trying to hit the BLACK TANK with a shell, the BLACK TANK will exit off the bottom boundary of field and disappear. (Game is over.)

   So **practice** your **driving skill** as well as your **marksmanship.**
6. Scoring is same as **game 1.**

   To start new game, press **RESET** button.



GAME 4: NIGHT BATTLE

1. Set GAME SELECTOR SWITCH to position **4.**
2. Adjust **"Brightness"** and **"Contrast"** controls on TV set so that **"Black tank"** and **"MINES" are barely visible.**
3. To start playing — press **RESET BUTTON.**
4. **WHITE TANK** will appear in **upper left corner** of field.
5. This game plays as **COMBAT game (1),** except the **BLACK TANK** is **INVISIBLE,** but **controlled by a player.**
6. The **INVISIBLE TANK will appear** when **any tank hits a mine, or a shell is fired by either tank,** for a **short period of time.**

   The object of the game is to hit opponent's tank (with your own shell) without being hit by the opponent tank's shell. BLACK TANK must be careful of mines. Opponent can fire while tank is visible.
7. Scoring is same as **game 1.**
   To start new game, press **RESET** button.

TELSTAR - TROUBLE SHOOTING GUIDE

Be sure all connections to television and switch box are secure. For units using batteries, replace batteries first before trouble shooting. DO NOT OPEN. THIS DEVICE DOES NOT CONTAIN ANY SERVICEABLE PARTS. Warranty is voided if opened or tampered with. RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE.

NOTE: Push **"RESET"** button on Telstar before starting any game.

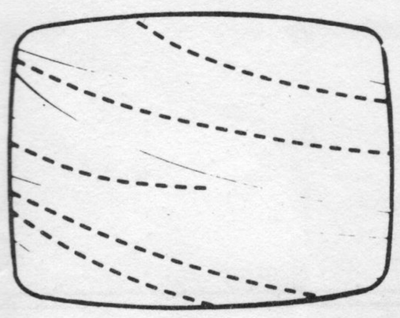
SYMPTOM

No game.

Faint TV image or herringbone pattern.

REMEDY

- Batteries iow, dead or not correctly installed! Replace.
- Switch box not set to **"Game"** position or cable not properly plugged in.
- Antenna lead not properly attached. Follow instructions.
- AC adapter not plugged into wall outlet. **Use only TELSTAR MODEL #6041-200MA.**
- On/Off switch not **"On"**.
- TV not on **Channel 3.**
- Adjust **"Fine Tune"** control.



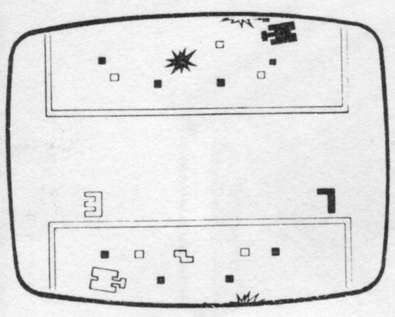
SYMPTOM

Stripes.

Lots of dots.

REMEDY

- Adjust **"Horizontal Hold"** located on front, side or rear of TV set.
- Reduce **"Color Intensity"** (color TV sets only).
- If picture waves, adjust **"Fine Tune"** and **"Contrast"** controls until a sharp, steady picture is obtained.



SYMPTOM

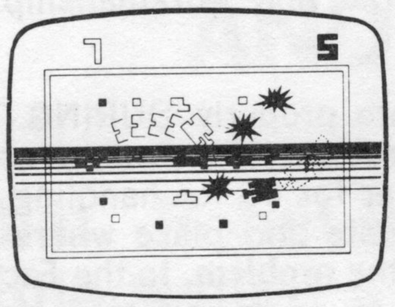
Picture rolls or excessive flutter.

Bottom line off screen.

Buzzing sound from TV.

REMEDY

- Adjust **"Vertical Hold"** located on front, side or rear of TV set.
- Turn down TV volume.

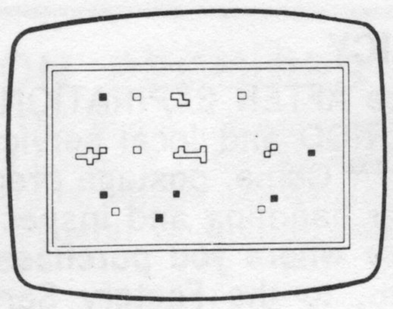


SYMPTOM

Vertical or horizontal line moving across screen.

REMEDY

- Push **"Reset"** button on Telstar.
- Adjust **"Contrast"** control.

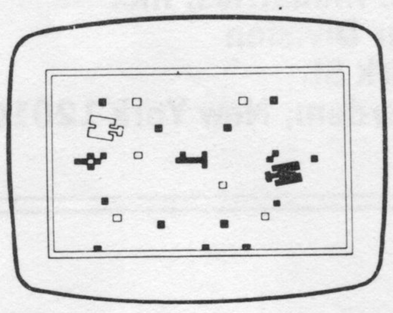


SYMPTOM

Tank not on screen.

REMEDY

- Push **"RESET"** button on Telstar.

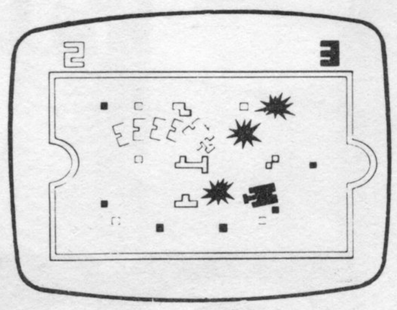


SYMPTOM

Black tank and mines still visible during "night" games.

REMEDY

- Reduce **"Brightness"** of TV set.



SYMPTOM

White boundary of game is not straight.

REMEDY

- Adjust **"Fine tuning"** control of TV set.

---------- CUT ALONG DOTTED LINE – FILL OUT BOTH SECTIONS AND MAIL ----------

SHIPPING LABEL—PRINT CLEARLY IN INK DO NOT REMOVE

COLECO INDUSTRIES Inc

☐ COLECO IND., P.O. BOX 1250
GLOVERSVILLE, N.Y. 12078

TO

NAME_____

ADDRESS_____

CITY_____ STATE_____

ZIP CODE_____

POSTMASTER:
CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED.
MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.

ACCESSORIES AVAILABLE

No. 6041-200MA AC Adapter: To eliminate the need for batteries.
No. 6111 Switch Kit: A convenience feature when Telstar is to be used on more than one TV set.

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., P.O. Box 1250, Gloversville, N.Y., 12078.

Fill out and send this form.

NOTE: Prices and parts subject to change without prior notice.

Please ship ( ) ea. **Complete Tank Handle Assy.** @	$10.00
Please ship ( ) ea. AC Adapters @	$5.00
Please ship ( ) ea. Switch Kits @	$5.00
Appropriate State Tax	
Shipping & Handling	$1.75
TOTAL	

NO C.O.D. ORDERS WILL BE ACCEPTED

57992B

IMPORTANT PLEASE RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Telstar™ Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Telstar™ Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for $5 for handling and inspection, and your **name, address, date and place where you purchased it and a brief description of the problem,** to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your Telstar™ Game requires service AFTER EXPIRATION OF THE 90 DAY LIMITED WARRANTY PERIOD and local service is unavailable, you may return the Telstar™ Game, postage prepaid with your check in the amount of $5 for handling and inspection and your **name, address, date and place where you purchased it and a brief description of the problem,** to the Factory Service Station as listed below. You will be advised of the charges involved to repair your unit.

All returns must be directed to: **Coleco Industries, Inc.**
Telstar Division
10 Park St.
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

COLECO
INDUSTRIES, Inc.